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MS-78124



INSTRUCTION BOOKLET

Minimaster

Manufactured in America, Inc.

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This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



All Nintendo products are licensed by name for use only with other authorized products bearing the Official Nintendo Seal of Quality.

WARNING

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System (NES) and NES games. This projection television technology is primarily designed for video games with stationary screens or patterns, as found in your projection television. Similar damage may occur if you connect a video game or card to a front or rear projection television with NES games. Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games, other than the use of non-licensed copies that cause similar damage to a projection television. Please contact your TV manufacturer for further information.

READ BEFORE USING YOUR NES

A very small portion of the population may experience adverse effects when using certain kinds of flashing lights or patterns that are commonly present in our toys and equipment. These adverse effects may occur while watching and while playing television pictures or playing certain video games. Players who have not had any previous seizures may experience these or other related adverse reactions. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: blurred vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, or convulsions.

Thank you for purchasing the Yoshi™ Game Pad for your Nintendo Entertainment System.™

Please read this instruction booklet carefully and follow the correct operating procedures. Keep this instruction booklet and the warranty card for future reference.

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PRECAUTIONS

- 1) This is a high precision Game Pad. It should not be stored in places that are very hot or cold. Please do it as best as you can. Do not take it apart.
- 2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pad and/or the Control Deck.
- 3) Do not clean with benzene, acetone thinner, alcohol or other such solvents.
- 4) Store the Game Pad in its protective case when not in use.
- 5) Always check the Game Pad edge connector for foreign material before inserting the Game Pad into the Control Deck.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without notice.

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HATCH AND MATCH WITH YOSHI!



Yoshi is an action puzzle game starring Mario's dinosaur buddy Yoshi, another familiar character like Little Goomba and Boozer. Once again, Mario is going to have to battle away to save Yoshi, who is imprisoned in an egg. Match the egg shells to release Yoshi and score big points!



HOW TO PLAY



In each level, you have to make them shuffle the food that they eat until the rest of characters falling from the top of the screen. There are six different characters, including Little Greenie, Mamma and Dad Mummy. You must match a living character with another of the same type to make them both disappear. If the necessary don't match up, they will start to shake any food and you don't want that! If your shaking gets above the red line, the game will be over! Remember, Mamma's egg will fall with the other characters. Watch at the top and bottom parts of Mamma's egg and you will have an entire egg and take away any of the characters it touches. There will then hatch out of the egg giving you some points.



Using the Controller

Use Controller (1) to play a 1 player game

Use Controllers (1) and (2) to play a 2 player game

Controller 1 / Controller 2



Control Pad



1 Move Menu to the left.

2 Move Menu to the right.

3 Scrolls at the top of dragging characters.

4 When the Menu is moved to the left or right, the menu will scroll to the left or right. This will help you find the items you need to use.

Aims & Buttons

These buttons control the game. Some of the keys that Mario can use.



SELECT Button

Press this button on the game screen to move the cursor. This button is not used during the game.

START Button

- 1) Press this to start play.
- 2) Press this to start play. Press this button during the game to pause the screen. Press this button again to resume the game from where you left off.

LET'S START PLAYING

Correctly insert the cartridge into the Nintendo Entertainment System. Turn the power switch of the NES on to display the Title screen.

Use either the D-Pad Control Pad or the SELECT button to select a 1 player or 2 player game. Then press the START button to display the Menu screen.



Menu Screen

1 Player Game



Type of game

Quit

Options

Type of game

GAME: Use this to select the type of game to be played.

- ▶ **1 Player** In this game you attempt to score as many points as possible.
- ▶ **2 Player** In this game you attempt to clear as many stages as possible.

LEVEL: Use this to select the level of difficulty of the game. The higher the number, the more difficult the game.

- ▶ **1 Player** At higher difficulty levels, the characters will fall faster.
- ▶ **2 Player** The story will end with more characters already added up at higher difficulty levels.

SPEED: Use this to select the speed at which the characters fall.

- ▶ **1 Player** The characters will fall slowly.
- ▶ **2 Player** The characters will fall slowly.

MUSIC: Use this to select the type of background music.

- ▶ **1 Player** The music will be turned off.

2-Player Game

When playing a 2-player game, each player will have a separate LEVEL and SPEED menu. This allows you to set your own individual level and speed to give a better level of freedom.



After setting the menu screen, press the **START** button to start play.

HOW TO PLAY SOLO

(1-Player Game)

A TYPE

You start this game with the characters start at higher than the low line. As your score gets higher and you make more mistakes, the speed at which the characters fall increases. If you can get a character to land on one of the low lines, both will disappear and you will get 5 points. If you match and hatch Yoshi's egg, you'll get some points for that as well.

B TYPE

You start this game with some characters already placed on that you to go over all characters from your screen to advance to the next stage. With each stage, the number of characters you must clear increases.

GAME SCREEN



The Characters

There are 8 kinds of characters that fall.



Egg Matching Hints From Koobi

In the A Type game, the game level will increase after 80 characters have fallen. When the game advances to the next level, the falling speed of the characters will slow a little, but then it will gradually speed up again. Make it your aim to move as though the wind isn't there.



How to Put the Egg Together

Pieces of Yoshi's egg shell are mixed in with the falling objects. If you can line up the upper and lower halves of the egg in the same column, you'll create a whole egg that will then hatch to reveal Yoshi!



If an upper shell half lands on top of a lower shell half in the same column, it will disappear.



If a lower shell half lands on top of another lower shell half in the same column, both pieces will disappear.



If a lower shell half lands on top of another upper shell half in the same column, both pieces will disappear.



If an upper shell half lands on top of a lower shell half, an egg will form and Yoshi will hatch from it!

If you combine some Yoshi's egg shells in an upper shell half and a lower shell half, you will get a Yoshi depending on how many Yoshi's egg shells you combined.

			
1 Yoshi's Egg Shell	2 Yoshi's Egg Shells	3 Yoshi's Egg Shells	4 Yoshi's Egg Shells
1 Yoshi	2 Yoshi's	3 Yoshi's	4 Yoshi's



HOW TO PLAY AN OPPONENT

3-PLAYER GAME



Two players start the game at the same time. To win, you need to clear all the characters on your stage before your opponent does. You receive an egg each time you clear your screen. However, if your characters pile up over the top line, you lose and your opponent will get an egg. The first person to receive 3 eggs wins the game.

GAME SCREEN



How to Attack in the Challenge Mode

You can send your characters over to your opponent if you send an obstructer between your and your friend's halves of Yoshi's egg. The number of characters you send will fall as extra characters on your opponent's screen.

Your screen



The obstructer you've placed is sent to your opponent's screen.

Opponent's screen



The obstructer is sent to you. These characters begin to fall.

Challenge Result Screen



Victory egg

The Battle Result screen will be displayed when the game ends.



WARRANTY AND SERVICE INFORMATION 90-DAY LIMITED WARRANTY

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